

CLAIMS

1. **(Currently Amended)** A method comprising:
~~utilizing one or more computers to split a scene into~~under control of a computer
configured with processor executable instructions,
splitting a scene into one or more coherent layers, wherein:
 each coherent layer of the scene has a corresponding plane equation to
 represent a local geometry of that coherent layer; and
 the one or more coherent layers in combination represent a single plane of the
 scene;
 propagating boundaries of the coherent layers across a plurality of frames
corresponding to the scene;
 refining the splitting to present a virtual view of the scene; and
 rendering the coherent layers with a corresponding background layer to present
the virtual view of the scene, wherein the background layer is provided by combining a
plurality of under-segmented regions.
2. **(Original)** A method as recited in claim 1, wherein the virtual view of
the scene is substantially free from aliasing.
3. **(Original)** A method as recited in claim 1, wherein each of the
coherent layers has a corresponding background layer.

4. (Original) A method as recited in claim 1, wherein the plurality of frames correspond to different images of the scene.

5. (Original) A method as recited in claim 1, wherein the refining is initiated by a user.

6. (Original) A method as recited in claim 1, wherein each layer of the scene has a corresponding plane equation to represent a local geometry of that layer.

7. (Canceled)

8. (Canceled)

9. (Previously Presented) One or more computer-storage media comprising computer executable instructions that perform the method as recited in claim 1.

10-29. (Canceled)

30. (Currently Amended) A user interface system comprising:
a display device configured to present a scene;
one or more processors; and

a memory storing application programs executable via the one or more processors, the application programs comprising:

~~a display screen coupled to a computing system including one or more processors and a memory;~~

a layer pop-up module to allow a user to define one or more coherent layers corresponding to ~~[[a]]~~ the scene;

a refinement module to refine the coherent layers in real time;

a rendering module to render the coherent layers to present a virtual view of the scene; and

a background construction module to provide a background layer corresponding to the coherent layers, wherein the background layer is provided by removing the coherent layers from a key frame corresponding to the scene.

31. **(Currently Amended)** A computing system ~~user interface~~ as recited in claim 30, wherein a plurality of polygons represent boundaries of the coherent layers.

32. **(Currently Amended)** A computing system ~~user interface~~ as recited in claim 30, wherein the virtual view of the scene is substantially free from aliasing.

33. **(Canceled)**

34. **(Canceled)**

- 35. (Previously Presented)** A system comprising:
- one or more processors configured to execute computer-readable instructions;
 - a computer storage medium configured to store the computer-readable instructions;
 - a layer pop-up module to split a scene into one or more coherent layers;
 - a boundary propagation module to propagate boundaries of the coherent layers across a plurality of frames corresponding to the scene;
 - a refinement module to refine the splitting to present a virtual view of the scene; and
 - a rendering module to render the coherent layers with a corresponding background layer to present the virtual view of the scene, wherein the background layer is provided by combining a plurality of under-segmented regions.
- 36. (Original)** A system as recited in claim 35, wherein the virtual view of the scene is substantially free from aliasing.
- 37. (Original)** A system as recited in claim 35, wherein the plurality of frames correspond to different images of the scene.
- 38. (Original)** A system as recited in claim 35, wherein the refinement module is activated by a user.

39. (Original) A system as recited in claim 35, wherein each layer of the scene has a corresponding plane equation to represent a local geometry of that layer.

40. (Canceled)

41. (Canceled)

42. (Original) A system as recited in claim 35, further comprising a memory module to store instructions.

43. (Original) A system as recited in claim 35, further comprising one or more processing units to execute a plurality of stored instructions on one or more memory modules coupled to the processors.

44. (Previously Presented) One or more computer-storage media comprising instructions stored thereon that direct a machine to perform acts comprising:

splitting a scene into one or more coherent layers, wherein;

each coherent layer of the scene has a corresponding plane equation to represent a local geometry of that coherent layer; and

the one or more coherent layers in combination represent a single plane of the scene;

propagating boundaries of the coherent layers across a plurality of frames corresponding to the scene, wherein the plurality of frames correspond to different images of the scene;

refining the splitting to present a virtual view of the scene, wherein the refining is;
initiated by a user;

allows the user to select at least one of the coherent layers;

allows the user to refine the corresponding plane equation of the selected coherent layer; and

allows the user to inspect and adjust the rendering quality of the selected coherent layer in real time;

rendering the coherent layers with a corresponding background layer to present the virtual view of the scene, wherein the background layer is provided by combining a plurality of under-segmented regions.

45. (Previously Presented) A computer-storage media as recited in claim 44, wherein the virtual view of the scene is substantially free from aliasing.

46. (Canceled)

47. (Canceled)

48-54. (Canceled)

55. (Previously Presented) An apparatus comprising:
means for splitting a scene into one or more coherent layers;
means for propagating boundaries of the coherent layers across a plurality of frames corresponding to the scene;
means for refining the splitting to present a virtual view of the scene; and
means for rendering the coherent layers with a corresponding background layer to display the virtual view of the scene, wherein the background layer is provided by combining a plurality of under-segmented regions.

56. (Canceled)

57. (Canceled)

58. (Previously Presented) A method as recited in claim 1, wherein the scene represents a set of images.

59. (Previously Presented) A computer-storage media as recited in claim 44, wherein the scene represents a set of images.